

EMERALD SPIRE

AUGMENTED SUMMONED MONSTERS

These stat blocks are compiled for ease of running the *summon monster* spell during Emerald Spire. Not all options are presented for each level, but each level has at least 2 good options presented for each level of possible summons.

These stat blocks and other notes were compiled by James McTeague. If you notice any errors, please contact me at jammar21@gmail.com.

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SUMMONED AUGMENTED FIENDISH LION (SUMMON LVL 4)**CR 4**

N Large Animal

Init +7; **Senses** darkvision 60ft., low-light vision, scent; **Perception** +9**DEFENSE****AC** 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, –1 size)**hp** 42 (5d8+20)**Fort** +8, **Ref** +7, **Will** +2**DR** 5/good; **Resist** cold 10, fire 10; **SR** 9**OFFENSE****Speed** 40 ft.**Melee** bite +9 (1d8+7 plus grab), 2 claws +9 (1d4+7)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** pounce, rake (2 claws +9, 1d4+7), smite good (1/day, +0 to hit, +5 damage)**STATISTICS****Str** 25, **Dex** 17, **Con** 19, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +3; **CMB** +11 (+15 grapple); **CMD** 24 (28 vs. trip)**Feats** Improved Initiative, Run, Skill Focus (Perception)**Skills** Acrobatics +11, Perception +9, Stealth +8 (+12 in undergrowth); **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in undergrowth)**SUMMONED AUGMENTED MEDIUM EARTH ELEMENTAL (SUMMON LEVEL 4)****CR 3**

N Medium outsider (earth, elemental, extraplanar)

Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +7**DEFENSE****AC** 18, touch 9, flat-footed 18 (–1 Dex, +9 natural)**hp** 42 (4d10+20)**Fort** +9, **Ref** +0, **Will** +4**Immune** elemental traits**OFFENSE****Speed** 20 ft., burrow 20 ft., earth glide**Melee** slam +11 (1d8+10)**w/ Power Attack** slam +9 (1d8+16)**Special Attacks** earth mastery**STATISTICS****Str** 24, **Dex** 8, **Con** 21, **Int** 4, **Wis** 11, **Cha** 11**Base Atk** +4; **CMB** +11; **CMD** 120**Feats** Cleave, Improved Bull Rush^B, Power Attack**Skills** Appraise +1, Climb +10, Knowledge (dungeoneering) +2, Knowledge (planes) +2, Perception +7, Stealth +3**SPECIAL ABILITIES**

Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

SUMMONED AUGMENTED LANTERN ARCHON (SUMMON LEVEL 3)**CR 2**

LG Small outsider (archon, extraplanar, good, lawful)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +4**Aura** aura of menace (DC 13)**DEFENSE****AC** 15, touch 11, flat-footed 15 (+4 natural, +1 size; +2 deflect vs. evil)**hp** 17 (2d10+6)**Fort** +6, **Ref** +3, **Will** +0; +4 vs. poison, +2 resistance vs. evil**DR** 10/evil; **Immune** electricity, petrification**OFFENSE****Speed** fly 60 ft. (perfect)**Ranged** 2 light rays +3 ranged touch (1d6)**Spell-Like Abilities** (CL 3rd):At Will—*aid*, *continual flame*, *detect evil*, *greater teleport* (self plus 50 lbs. of objects only)**STATISTICS****Str** 5, **Dex** 11, **Con** 16, **Int** 6, **Wis** 11, **Cha** 10**Base Atk** +2; **CMB** –4; **CMD** 6**Feats** Improved Initiative**Skills** Diplomacy +5, Fly +14, Knowledge (planes) +3, Perception +4, Sense Motive +5**Languages** Celestial, Draconic, Infernal; truespeech**SQ** gestalt**SPECIAL ABILITIES****Aura of Menace (Su)** A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.**Light Ray (Ex)** A lantern archon can fire beams of light to damage foes. These light rays have a maximum range of 30 feet. This attack overcomes damage reduction of any type.**SUMMONED AUGMENTED FIENDISH LEOPARD (SUMMON LEVEL 3)****CR 2**

N Medium animal

Init +4; **Senses** darkvision 60ft., low-light vision, scent; Perception +5**DEFENSE****AC** 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)**hp** 25 (3d8+12)**Fort** +7, **Ref** +7, **Will** +2**Resist** cold 5, fire 5; **SR** 7**OFFENSE****Speed** 30 ft., climb 20 ft.**Melee** bite +8 (1d6+5 plus grab), 2 claws +8 (1d3+5)**Special Attacks** pounce, rake (2 claws +8, 1d3+5), smite good (1/day, +0 hit, +3 damage)**STATISTICS****Str** 20, **Dex** 19, **Con** 19, **Int** 2, **Wis** 13, **Cha** 6**Base Atk** +2; **CMB** +7 (+11 grapple); **CMD** 21 (25 vs. trip)**Feats** Skill Focus (Stealth), Weapon Finesse**Skills** Acrobatics +8, Climb +13, Perception +5, Stealth +11 (+15 in undergrowth); **Racial Modifiers** +4 on Stealth in undergrowth

SUMMONED AUGMENTED FIENDISH GIANT FROG (SUMMON LEVEL 2)**CR 1**

N Medium Animal

Init +1; **Senses** darkvision 60ft., low-light vision, scent; **Perception** +3**DEFENSE****AC** 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)**hp** 19 (2d8+10)**Fort** +8, **Ref** +6, **Will** –1**Resist** cold 5, fire 5; **SR** 6**OFFENSE****Speed** 30 ft., swim 30 ft.**Melee** bite +5 (1d6+4 plus grab) or tongue +5 touch (grab)**Space** 5 ft.; **Reach** 5 ft. (15 ft. with tongue)**Special Attacks** pull (tongue, 5 feet), smite good (1/day, +0 hit, +2 damage), swallow whole (1d4 bludgeoning damage, AC 10, 1 hp), tongue**STATISTICS****Str** 19, **Dex** 13, **Con** 20, **Int** 1, **Wis** 8, **Cha** 6**Base Atk** +1; **CMB** +5 (+9 grapple); **CMD** 16 (20 vs. trip)**Feats** Lightning Reflexes**Skills** Acrobatics +9 (+13 jumping), **Perception** +3, **Stealth** +5, **Swim** +12; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth**SPECIAL ABILITIES****Tongue (Ex)** A giant frog's tongue is a primary attack with reach equal to three times the frog's normal reach (15 feet for a Medium giant frog). A giant frog's tongue deals no damage on a hit, but can be used to grab. A giant frog does not gain the grappled condition while using its tongue in this manner.**SUMMONED AUGMENTED SMALL EARTH ELEMENTAL (SUMMON LEVEL 2)****CR 1**

N Small outsider (earth, elemental, extraplanar)

Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +4**DEFENSE****AC** 17, touch 10, flat-footed 17 (–1 Dex, +7 natural, +1 size)**hp** 17 (2d10+6)**Fort** +6, **Ref** –1, **Will** +3**Immune** elemental traits**OFFENSE****Speed** 20 ft., burrow 20 ft., earth glide**Melee** slam +8 (1d6+7)**w/ Power Attack** slam +7 (1d6+10)**Special Attacks** earth mastery**STATISTICS****Str** 20, **Dex** 8, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11**Base Atk** +2; **CMB** +6; **CMD** 15**Feats** Improved Bull Rush^B, Power Attack**Skills** Appraise +1, Climb +9, Knowledge (dungeoneering) +1, Knowledge (planes) +1, **Perception** +4, **Stealth** +7**SPECIAL ABILITIES****Earth Glide (Ex)** see medium earth elemental**Earth Mastery (Ex)** see medium earth elemental

SUMMONED AUGMENTED FIENDISH EAGLE (SUMMON LEVEL 1)**CR 1/2**

N Small animal

Init +2; **Senses** darkvision 60ft., low-light vision; Perception +10**DEFENSE****AC** 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)**hp** 7 (1d8+3)**Fort** +5, **Ref** +4, **Will** +2**Resist** cold 5, fire 5; **SR** 5**OFFENSE****Speed** 10 ft., fly 80 ft. (average)**Melee** 2 talons +3 (1d4+2), bite +3 (1d4+2)**Special Attacks** smite good (1/day, +0 to hit, +1 damage)**STATISTICS****Str** 14, **Dex** 15, **Con** 16, **Int** 2, **Wis** 15, **Cha** 7**Base Atk** +0; **CMB** +1; **CMD** 13**Feats** Weapon Finesse**Skills** Fly +8, Perception +10; **Racial Modifiers** +8 Perception**SUMMONED AUGMENTED FIENDISH PONY (SUMMON LEVEL 1)****CR 1/2**

N Medium animal

Init +1; **Senses** darkvision 60ft., low-light vision, scent; Perception +5**DEFENSE****AC** 11, touch 11, flat-footed 10 (+1 Dex)**hp** 17 (2d8+8)**Fort** +6, **Ref** +4, **Will** +0**Resist** cold 5, fire 5; **SR** 5**OFFENSE****Speed** 40 ft.**Melee** 2 hooves –1 (1d3+1)**Special Attacks** smite good (1/day, +0 to hit, +2 damage)**STATISTICS****Str** 17, **Dex** 13, **Con** 16, **Int** 2, **Wis** 11, **Cha** 4**Base Atk** +1; **CMB** +2; **CMD** 13 (17 vs. trip)**Feats** Endurance, Run^B**Skills** Perception +5**SQ** docile**SPECIAL ABILITIES****Docile (Ex)** Unless specifically trained for combat (see the Handle Animal skill on page 97 of the *Pathfinder RPG Core Rulebook*), a horse's hooves are treated as secondary attacks.